MilAtari-Limited Edition

Volume XII Issue 7 July–August 1993 The Newsletter of Choice for Milwaukee Area Atari Enthusiasts since 1981

Plan to give time to GenCon Aug 18 to 22

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Dave Glish

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August 14 --Cannon Park
Food and Refreshments & Games

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NEW P.D. FILE LISTINGS

This Month:

General Meeting
Saturday, June 19 - Noon
Greenfield Park Lutheran Church
1236 S. 115th St
July meeting on July 17 - Noon.

Executive Board Meeting
(All members invited)
Sunday, July 25 - 7:00 p.m.
Shakey's
96th & National Ave.

President announcement :

Continued GenCon planning
Committees, & Volunteers
GenCon Job descriptions

Membership

MilAtari is open to all individuals and families interested in computing. Annual dues are $22 per membership and includes a one year subscription to the Limited Edition, access to the Publications Library, and allows purchases from all Public Domain Libraries and the Resale Shop.

Meetings

MilAtari Meetings are usually held on the third Saturday of each month at Greenfield Park Lutheran Church, 1236 S. 115th St. The doors open at noon. Members socialize during the initial hour while browsing through the libraries. Purchases can be made from the PD offerings and club and/or member sale merchandise. The current PD selections are demonstrated during the milling period, followed by the business meeting at 1:00 p.m. Special helps and classes available afterward.

MilAtari By-Laws

Section XII, Article 1

Piracy of legally copyrighted software, hardware or documentation is hereby recognized as illegal and a detriment to the goals of MilAtari Ltd., and shall not be sanctioned by MilAtari Ltd.

PRESIDENTIAL APOSTROPHE
by Dave Glish

Much has happened in our club this last month. A few people have decided to leave the club, or resign their volunteer positions, due to some differences of opinion. It's a shame when people put personal agendas and personality differences over the needs of the club.

Lee Musial has resigned as Special Interest Group (SIG) Chairperson. Mary Elvin has decided to leave the club and therefore will no longer be running the snackbar. They have decided to take this drastic step because Mary was not going to be asked to participate in GENCON as the Lynx Administrator. Andy Learner will be resigning as Newsletter Editor this fall. All three of these people have made valuable contributions to our club and their talents will be missed. I hope in the future they will reconsider and decide to become active again.

Life goes on and so must MilAtari. I now have two positions to fill and I am looking for volunteers. The descriptions for the SIG Chairperson and the Newsletter Editor will be included at the end of this article. Each of these jobs is an appointed position to the Executive Board of MilAtari and gives the person a vote at the Board Meetings.

Some Desk Top Publishing background is required for the Newsletter Editor position. We are currently using Calamus, but the editor has the option of choosing the type of Atari program he/she prefers. The SIG Chairpersons main job is to find interesting programs for the general club meetings.

GENCON is now only one month away. According to Michelle Gross, our GENCON Coordinator, Atari should be lending us the same equipment that we used last year (ST's and Lynx's). It doesn't look like Atari will be able to supply us with Falcons for a Super MidiMaze ring (Oh well, maybe next year). There will be a sign-up sheet at the July meeting for people interested in helping at GENCON. The hours for GENCON are as follows. Thursday through Saturday: 8:00am till Midnight. Sunday: 8:00am through 5:00pm. We need to man all of our areas during these hours. Help will also be needed for set-up the day before and tear-down Sunday evening.

Remember Atari is a volunteer organization. Give some time. Try it, you'll like it.

Job description for the SIG Chairperson. The Special Interest Groups (SIG) Chairperson shall be responsible for organizing SIGs at the monthly General meetings and at any time or place approved by the Executive Board. 1. He/She shall be responsible to recruit SIG leaders. 2. He/She shall

The Mac & Blue Attack
by Bob Garlock

LOOKING FOR A DEAL..

Owning a home computer system means different things to different people. Some use for business, some for games, some for school or like me, all of the above. The reason we select a Computer Brand is based upon many variables such as cost, availability, software, service, etc. One thing I've really missed with the Atari is my weekly Saturday trek to the computer stores to check out the latest software and most importantly, check for any bargains. As the software stores dried up my treks became fewer and fewer. The closing of The Computer Software Store on Oklahoma was the last straw. It wasn't any fun to browse the stores seeing all that software I couldn't run.

Buying Mac software to run on the emulator is very tricky. Try asking the Mac software sales guy if this package will run on the Spectre. That will be good for a few grins.

After I got the IBM I went back to my Software Trekking. It was great. New software, new hardware and most important I could run anything. After the last meeting I stopped by Egghead software to check it out. I wasn't really planning on buying anything, but, they had a sale on game software of 50% off. All I could think of was CHARGE IT! Now I know why God made shopping women's favorite sport. I must of had that same look of ecstasy on my face.

I picked up three new flight simulators, no big surprise. The first was SVGA Air Warrior for $20. This is

the flight simulator that you can use on GEnie. I also picked up F-15 Strike Eagle III for $25 and A.T.A.C. for $5. There's always something nice about finding a deal on something you were thinking about buying anyway.

FATHER'S DAY THOUGHT..

The most important thing a father can do for his children is to love their mother.

STRIKE COMMANDER..

A follow up on last month's promise. This game was a little disappointing. My machine is a "FAST" 386-33. That means it has the fast ram, a hardware cache, software cache, good video card, and fully optimized memory manager. This game does have great graphics but to achieve any reasonable flight model you have to turn them off. You really need a fast 486 machine to really enjoy this program. I turned on max graphics to see what it can do and it is really awesome. They have combined bit mapped graphics with polygons to make the best of two worlds. Cities look like cities right down to street lights. You can see individual squadronmarkings on the enemy planes as well as bullet holes if your good enough to hit him.

The game play itself is good and it has an interesting story. It takes place in the future where governments have pretty much given up power to the major international corporations. Differences in company policies are handled by hiring mercenary

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ST Public Domain

Dennis Wilson

ST PUBLIC DOMAIN DISKS TO BE ADDED TO THE LIBRARY IN JULY 1993

MilAtari Ltd. St Public Domain Library Disks are available at the meeting at a price of $1.75 per disk for Disks 1-300, which are single-sided, and $3.50 per disk for Disks 301 up, which are double-sided. All disks are available through mail order for an additional $.50 per disk. Special package prices may also be in effect at club meetings for certain disks or quantities of disks. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd. Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful. The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

DISK 431 - BOOT DISK

A selection of accessories and programs for the AUTO folder on your boot disk. This disk is a stand-alone, ready-to-run disk, with all AUTO folder programs in an AUTO folder on the disk.

DISKSPCA: An accessory designed to graphically show disk usage. While designed primarily for Hard Drives it is capable of including the statistics for floppy drives connected to the system. The program will show graphically the size of the hard drive and the amount of space in use on that graph by the use of bar graphs. The graphs are overlaid in such a way to allow you to see the percentage of free space available on the drive. DYNARAM: Dynaram V1.01 is a small program, that once run from the desktop, or auto folder, dynamically displays the amount of free memory at the top right corner of your screen. EDI_UTIL: Edison Utility - An accessory which is a combination mouse accelerator, screen saver, and custom file selector. The program menus are in German, but are easy to figure out. The screen saver is nice, it being a fireworks display where the fireworks burst into either light bulbs or Atari Logo displays. HANGMAN: Hangman - An accessory version of the game. Currently there are only three categories of puzzles: 1) Cinema (most likely a movie title), 2) Personalities (usually a movie star, but can be any well known person), and 3) Locations (such as theme parks, or famous locations from around the world). You can only guess seven wrong letters before you will be "hung". You are not penalized

ST PD
continued from previous page

for guessing a letter which you have guessed previously, the game will simply issue
warning.

JURASSIC: Jurassic Park - A Degas compressed picture of the Jurassic Park logo (The d
nosaur head in a circle with "Jurassic Park" under it). This picture is loaded into Superboc
upon booting this disk. Rotating, or "flashing" of the picture has been added. KEY_SHOV
Wollis Key Show - A little accessory which shows the layout of the keyboard. MARROW
MARROW™ is a small auto folder utility that allows you to use your mouse instead of th
cursor keys from within almost any program. If you are using a word processor you ma
scroll up and down a document by simply moving the mouse up and down.

MDISK694: M Disk V6.94 - An accessory which provides: 1) A sizable removable mult
function ramdisk, 2) A floppy disk copy program (with virus detection logic), 3) A fa
ramdisk load/save program, 4) A hard disk backup/restore program, 5) A PS/2 compatibl
floppy disk formatting program, and 6) A boot sector virus destruction program.

NOSEY_II: Nosey II - A text finder program. An accessory which lets you search up to 5
files at a time for an up to 26-character search string. Wild cards and file masks supported

SAVER1: A folder with 6 Extend-O-Save screen saver modules designed for use with War
9 version 3.7 or above. You must have Warp 9 in order to use these screen savers. Thes
screen savers should work on any ST/STe or TT machine in low, medium, high, TT mediun
and TT high modes. They should also work on Moniterm monitors.

SUPERBOOT: Superboot V8.1 - Superboot is an Auto folder and accessory loader. Ve
sion 8.1 fixes some bugs in Version 8.0. If you have a boot disk with version 8.0 on it, yo
can just copy these files over the old ones to have a Version 8.1 boot disk.

TIMEDRV: Time Drive - An Auto folder program which displays the time and currer
drive and data direction in the upper right corner on medium or mono screen. If you hav
a internal clock card it will also set the time.

DISK 432 - UTILITY DISK

CALLFIX: CallFix - A program which allows some old software to run under newer ve
sions of TOS. Some programs use illegal tricks, which cause the computer to crash whe
run on newer versions of TOS. If you get a crash when you run an old program that use
to work, and you have a new TOS, CallFix may be for you. Try running it, then when it e
its try running the problem program.

DSP: DSP - A Digital Signal Processing program which allows you to create high pas
and low pass digital filters, and use them to process digital information. The program wa
written to try to get rid of that annoying "warp drive rumble" that seems to be in the bacl
ground of all Star Trek TNG audio samples.

TLINK40: Trip Link V4.0 - A BBS program which started out as an on-line game progran
In the documentation, the author complains how other programs will not let a user d
something else in the background, so I guess this program does that. An unusual feature
that if you hook up a PC running Windows to your ST with a null modem cable, this pre
gram will let you transfer programs to or from the PC. It is like having a little mini loc
Network.

(continued from previous page)
DISK 433 - GAME DISK

OBSCURE: The Obscure Naturalist - A graphic adventure. Some commands are"T" to
toggle between 40 and 80 column mode, "Oops" will restore game position prior to last
input, "Ramsave/Ramload will save or load Ram, "Text" for text only mode, "Graphic"
draws the picture, and "Commands" prints instructions at any point in the game.

SUPRPOLY: The Super Polyscope turns your Atari into a $1000-dollar lava-lamp! It
just bounces along, changing size, direction, and color in a whirl of cyclic color anima-
tion. You've probably seen something like it, but the Super Polyscope gives you con-
trol of the working variables so that you create a wide variety of effects on-screen.
You can alter the size of the step between each printing of the figure, the way the fig-
ures are drawn, the animation palette, even create your own! Just the thing to play
with after your fingers go numb from playing your favorite arcade game.

TORTURE1: Torture - A demo of a cute side-view, scrolling game with what appears
to be an emphasis on puzzle-solving, rather than shoot-em-up. No instructions with
this one, so you're on your own with figuring it out.

DISK 434 - GAME DISK

GALAXIAN: Galaxian - A arcade game somewhat like space invaders. Your objective
is to destroy waves of attacking Galaxians by moving your cannon left and right and
firing. The Galaxians will sit in formation above you, and you can pick them off. Be-
ware - You can only fire one shot at a time. Your next bullet will not reappear until
your last one has disappeared. Also, the Galaxians become more and more aggressive
as the waves proceed. They will break formation and swoop down on you as they at-
tack.

LOV: Legends of Valour - A demo of a role playing game on the order of Dungeon
Master, with a first-person view. No documentation file with this one, but but you can
figure out most things with a little experimentation. For example, there are 2 but-
tons, "Where is", and "What is". Pressing "Where is" gives you a menu selection. Click-
ing on "the market square" gives an answer of "59 poles westward". One button causes
your character to punch out at whatever is in front of him, while another gives an
overhead view of the map.

STOMP: Stomp - A overhead view game where you jump your character over rows
and columns of blocks on the screen. The blocks have letters on them. The objective
is to build the word "Stomp" either horizontally or vertically but in reading order to
pass to the next level. Move blocks by holding fire. You can't change direction in mid
air! Mines located on some blocks will only explode when you leave (jump off) them.

DISK 435 - GAME DISK

MINSW_E: Minesweep V2.131 - The idea to develop MINESWEEP resulted from the au-
thor playing the Windows program Minesweeper. It is a puzzle, or someone might call
it a trial of patience. You have to find the hidden mines, which are scattered over the
whole playground. You may choose between different levels, which differ in the
number of mines or the size of the playground.

POLARIZE: Polarize - A side-view, scrolling arcade game. Your character is Rambo-
type guy with a machine gun. The aliens have set up a shield around the Arctic keep-
ing the rest of the world away, including the Armed Forces. Only one known man was

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at the newly built Arctic Armory before the shield was unleashed. That one man is you! Stop them before they steal our water supply and polarize the Earth. Works on TOS 1.4, but may not work on TOS 2.06.

ROBIN: Robin Hood Legend Quest - A demo of a side-view, scrolling platform-type game featuring Robin Hood. The game takes place inside of a castle. Other than that, you're on you own, as there is no documentation file.

Dennis

GEN CON Update

We are now in the final stages of preparation for GEN CON '93. This year's event promises to be the best ever, with the addition of Science Fiction Saturday, a virtual reality gaming arena, and a two day comic con featuring top artists, writers, and personalities from MARVEL and Wizard. Star Trek personality George Takei, better known as Mr. Sulu will be a special guest Saturday.

As always, we are in need of volunteers to help run our gaming area. For those of you willing to donate a mere four hours, a four-day pass good for admittance to all the above described events, and more, will be waiting for you at the computer gaming registra-tion area. Anyone new to the club who is not familiar with the location of MECCA, or does not know where the computer gaming area is located should give me a holler.

Volunteers are needed to watch and assist players as they compete at Midi Maze, kill time in our open gaming area, or try their hand with the LYNX. You need not be an ad-vanced computer enthusiast to participate. As always, any and all proceeds from GEN CON go to the club.
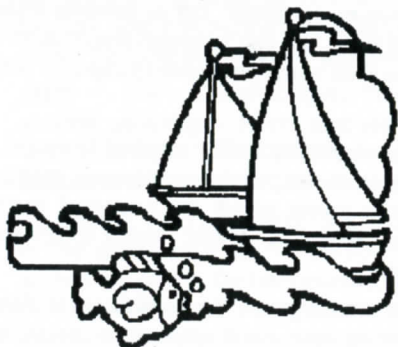
All members who are willing to put in some time should call me. I am preparing a schedule now, so I will be able to tell you when your are needed the most....

See you at GEN CON!
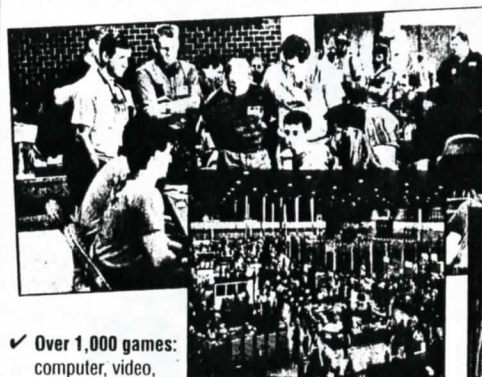
Michelle Gross

GEN CON Coordinator

1-628-4435

Hoist your sails and set your course for the September Issue of the Newsletter. Write an article.

Armin

Mac & Blue Attack
(continued from page 4)

groups to get your point across. Your surrogate flies for a mercenary group and you have to find jobs, buy weapons and planes, and execute the missions. Overall a nice game, I just need a faster machine.

MONEY..

The man that said two can live as cheaply as one doesn't have two kids in school.

GAME MACHINES..

I'm really glad to hear Atari has announced their new game machine. I hope it takes off. I always believed that in this market you got to jump ahead of your competition not just follow it. That's why the ST was so great when it was introduced in 1985. Compared to DOS machines it was light years ahead. That's why the Falcon will have trouble. It only tries to duplicate what other computer systems have had for years.

My son has a color ST system and an 8-bit Nintendo in his room. Even though he has plenty of games for the ST he prefers the Nintendo. I have decided that the dedicated game machine is just easier to play. Just pop a cartridge and go. The computer just requires more work and most of the games require more setup and thinking. I guess kids just like the mindless hop and jumps. If the new Atari really does offer something new it will go far.

The July Disks...

IBM ....

This is the "TOP GUN" of P.D. flight

sims. You pilot a corsair in an amazing 3D virtual reality world of death and destruction. Mission number one is a real killer. Military intelligence reports a concentration of enemy forces three miles west of Dulles airport. A complete instrument panel shows air speed, altitude, attitude, throttle and more. Armed with missiles, cannon and bombs the flight model has realistic flight parameters and even a rear mounted TV camera to check six. The enemy uses smart missiles and ground based anti-aircraft guns to blast you from the sky. You must try and destroy the force field generator of the wicked space aliens. Heavily damaged you land in a nearby meadow. Pressing the transponder button you leave the plane and head out on foot after the generator. After planting a bomb, you race toward the rescue van just appearing on the horizon while detonating the bomb. The next mission will not be so easy.

MAC ....

MORMONOIDS FROM THE DEEP VER. 1.25

An adventure game of all those thing you tell your kids to avoid. Probably rated PG-13 but does have some funny lines. It takes a satirical approach on most moral values. If you're not a prude and won't be offended easily, check it out.

MAC PORK BARREL

A simple little game that pokes fun at politics. Very harmless. Actually a waste of time just like real politicians.

Bob

The Problem with many computer program instructions and/or manuals is not what is presented or said, but what is not said; namely the variations and what to do when one reaches a cul du sac and can't back out or find a solution.

Armin

PRESIDENTIAL APOSTROPHE
by Dave Glish

be responsible to ensure that SIGs topics include the hardware configurations and areas of interest that is represented by the current membership. 3. The SIGs Chairperson shall be responsible for scheduling the time and location of all SIGs with the aid of the Vice President who will secure the room. The time, date, and location of all SIGs shall be posted in the club newsletter and/or the official Club Bulletin Board.

Job description for the Newsletter Editor. The Newsletter Editor shall be responsible for the editing, printing and distribution of a monthly newsletter to all MilAtari Ltd. members, to be delivered prior to the General meeting. He/she will receive any and all materials to be considered for review or publication including other user group newsletters as may be received on an exchange basis. 1. The Editor shall be responsible for the acquisition, implementation, and approval of advertising in the newsletter, and shall be responsible for turning over monies received for same to the Treasurer on a timely basis. 2. The Editor shall arrange for the expeditious exchange of newsletters with other desirable Atari user groups and shall be responsible for setting policy with regards to same. 3. The Editor shall be responsible for turning over exchange newsletters to the Publications Librarian on a timely basis, in accordance with the direction of the parties involved. 4. The Editor is charged with maintaining a high standard of quality as to the content and appearance of the newsletter to such degree as is financially possible. As the newsletter is the official publication of MilAtari Ltd., the Editor is hereby directed to make all possible efforts to output a newsletter consistent with state-of-the-art desktop publishing technology.

Dave

WHAT I'VE READ IN THE RAGS

At least eight (8) new computer chips are entering the market. Compared to the earlier eitht (8) bit chips running at 6 and 8 MHz some of these 64 bit chips will run at 150 and 200 MHz. And not of lesser importance they may use less current thus creating less heat. It is said that the Pentium chip has 3.1 million transisters on its silicon wafer and is only slightly larger than one half inch square. And still it is not as compact as the circuits in our brain.

Armin

ST Supplemental P.D. Disks
by: Bill Janutka

DISK S093 UTILITY, HSC140 (DS, 1MEG)

Heat and Serve C (HSC) version 1.40 is a modified version of Sozobon C which has been customized by Ian Lepore. This C compiler has a number of improvements over Sozobon C such as English speaking error reporting, a desktop friendly MAKE utility, a smarter search for files in the absence of PATH= information, several ANSI features like concatenation of adjacent string literals, an improved TOP optimizer, and a compiler controller that that knows how to use a ramdisk to hold intermediate files to name a few. Installation of the compiler can be done on floppies or on the hard disk is made easy by the install program which prompts you for the installation steps you wish to take. A full explanation of the actions of the install program is contained in the install documentation. HSC can be used in either the command line or the GEM environment. The size of the compiler and supporting files is 580 KBytes. In addition the documentation is 512 KBytes. An example file of source code is included to help teach C programing as well as to show the use of the compiler. This disk is a good choice for both the experienced and the neophyte C programer.

HiSoft C Interpreter

by David Landskron

A software package to program C Language programs by MichTron Inc. I reviewed Hi Soft C Version 2.01 Copyright 1989. The interpreted C language has been devised to make program development easier than using a C compiler.t

Hi Soft C comes on two single sided disks with a 330 page manual and a warranty registration card. The manual contains a overview of using Hi Soft C, a tutorial on writing C, a tutorial on using C to write GEM routines, a chapter of 460 library functions, and six useful appendixes. I began by transferring the files to one double sided disk, and printing the "Read.Me" file. Next I booted the HiSoft C Interpreter and viewed the drop down menus. My main reasoning was to check the ease of exiting the program and filing (all very easy).

After reading the overview, the tutorial with exercises appealed to me. I began reading about the language and its functions. Soon an exercise was given. I wrote a short program and ran it. Wow! only two hours into C and I've already written and ran a successful program. Not as bad a language as others have claimed. The down side is the C language is heavily endowed with syntax which caused me several program errors before I completed exercise 11. The best feature was the in depth explanation of the programming exercise answers in the appendix (extremely helpful; it even provided extra useful programming info). The interpreter also had descriptive error codes, but they don't appear if the present input values do not run some branches of a program.

The tutorial discussed language statements, functions, variables and strings. It also explained loops for: while, for, do, switch, and subroutine loops. Notice a lack of capital letters, well! the C language doesn't use then. Last the tutorial discussed the use of arrays.

Another nice features of the interpreter was its use of the file selector. It also has a Insert/Merge file and a Macro command function which I've not used.
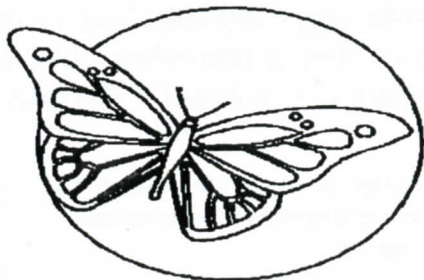
Be aware that C is much closer to Assembly language than Basic. The programmer has to program many tasks that are done automatically for you in Basic or Fortran.

HiSoft C Interpreter is an excellent programming system with no observed bugs. I can't wait to try the second tutorial on programming GEM windows and dialog boxes. I highly recommend HiSoft C to anyone interested in getting familiar with the C language. Available from Oregon Research for $99.95 (on special thru July for $59.00).

(continued in next Issue)

David

Nothing is accomplished unless one plans and persues it.

MILATARI LTD. BULLETIN BOARD

Your official source of club news and information

Want to *see* YOUR name in PRINT? Add your NAME to this list of phone VOLUNTEERS TO ANSWER COMPUTER PROBLEMS

The following MilAtari members have offered to answer your computer questions and problems. Often the best procedure and method is to put the questions on the MilAtari Bulletin Board. (414-476-9229). If you have no access to the BBS or the trouble shooter is unavailable on the BBS, these volunteers have offered to try to answer you question by phone. Please be courteous & make your calls before 10pm, unless otherwise arranged:

Chuck Dahms	(414)-257-3040	Atari Games, and Puzzles of all kinds.
Lee Musial	(414)-462-7557	WordWriter, ST Writer, DataManager ST.
Andy Learner	(414)-255-9971	DTP software and Hardware Problems for Atari and MacIntosh Computers
Carl Verbanac	(414) 453-3940	MilAtari BBS, and help finding PD disks
Dennis Wilson	(414) 546-0282	PD Disks problems and general Atari and PC knowledge.
Dave Glish	(414) 784-9053	with GEnie, and many software programs
Armin Baier	(414) 774-1673	WordWriter, DataManager ST, SwiftCalc
Michelle Gross	(414) 628-4435	DTP with PageStream or Calamus
Dave Landskron	(414) 111-1111	Basic Lang.- GEM& GIF Pics & Viewers

MilAtari would like to add YOU to this list of Volunteers who would be available to answer questions regarding hardware and software prob-

Don't be a *solitary* Atarian.

Be a MilAtarian who shares his knowledge, problems and solutions with his colleages. The club was formed to help everyone interested in computers.. So join in the disscussion, write article of your experience, recommend new methods. There is no better way to get the most out of you MilAtari club.

Armin

I'm up a tree!!